



## Introduction

S.D 346. An unknown power threatens to hurl us into a new age of civilization. Is it the will of gods? Or just a whimsy of fate? Prepare to explore the far reaches of space!

## Copyright

This document is copyrighted to me, Vhayste®. It is intended for ~PRIVATE~ use only. It cannot be used in ANY form of printed or electronic media involved in a commercial business, in part or in whole, in any way, shape, or form. It cannot be used for profitable or promotional purposes, regardless of the situation. Breaking any of these rules is in direct violation of copyright law.

This document is protected by copyright law and international treaties. Unauthorized reproduction and distribution of this document, or any portion of it, may result in severe civil and criminal penalties, and will be prosecuted to the maximum extent possible under the law. Any characters, names, places, or miscellaneous objects are copyright of their respective companies.

Images shown in this document are originally produced by the author by taking his own screenshots and editing them via an image editing software; hence these images can't be used/ reproduced in any form without the author's permission. Unauthorized distribution of any resources found in this document, a part of the document or as a whole is considered violation of the copyright law.

## Preface

The first Star Ocean I played was Star Ocean: The Second Story that was released for the original Playstation. It has robbed me the chance to play a number of other games since it was really addicting and deep. Now released for the PSP, SOFD takes place before the events of SOSS. The original Star Ocean was never translated to English making this seem a first for most players.

This is another exclusive guide brought to you by, yours truly and of course IGN. Since this is an exclusive, this guide will be featured only in IGN.com and its network. Kindly email me if you saw this guide someplace else.

Any feedback from you guys is very much appreciated. I will try to cover everything that needs to be covered but I can't guarantee you that this will be perfect (just imagine one guy can do with such limited time and resources), especially for the game's wealth of sidequests. Since I love using screenshots to make the guide more effective, **SPOILERS MAY BE REVEALED INEVITABLY** so read with care. Screenshots featured in this guide is produced solely by the author and is protected by copyright.



# Gameplay Basics

## Controls

- L / R
  - Activate Special arts/spells (Combat)
  - Rotates camera view (World Map)
  - Change menu page (Menu)
- D-pad/ Analog
  - Move Characters
  - Move cursor
- X
  - Talk, search, interact
  - Attack, press X after parrying an enemy attack to Counter (Combat, skill must be set)
  - Confirm selection
- - Private Action (World Map, Must be near town)
  - Battle Area overview (Combat, Auto Mode)
  - Change Target (Combat, Semi-Auto Mode)
  - Toggle Info (Menu)
- - Walk (Press and Hold)
  - Change Character (Combat)
  - Cancel
- △
  - Open Menu (General)
  - Opens command/ menu (Combat)
  - Shows sub-menus (Menu)

## Menu

### Special Arts/Spells

For your fighters, you can set up to two Special Arts. You'll need to set them up here before you can use them in battle. Even when controlled by AI, you allies won't use their Special Arts without setting them up here first. For your spellcasters, you can set up two spells to the L/R buttons as shortcuts and you can also toggle which spells they should use when controlled by AI. It is strongly suggested to turn off lesser spells once you have acquired stronger ones as you level up. Same goes with support or buff spells; turn them off otherwise your spellcaster will prioritize casting it every time.



## Items

Items can be sorted alphabetically or by the time acquired. There are sub-categories inside which are already self-explanatory.

## Equipment

You can change your party's equipment here. Some of your characters share the same type of gears with another. There are certain characters that have unique equipment that will only be available to them. You can also press Triangle to automatically equip the best gear you have in your inventory for that character.



## Skills

- Learn Skills - Use your SP points to learn new skills. Skill sets must be purchased from skill guilds to learn them.
- Item Creation - Specialties that help you to create new items or identify ?Items
- Specialty - Specialties that doesn't create new items but has other uses
- Super Specialty - When your characters have learned the required specialties, this option will be available. You can make better items using this option.



## Status

Displays all information about your character, including their current equipment, resistances and talents. Note that some talents can be learned by using the Specialty corresponding to that talent (e.g. Taste = Cooking). You can also change your character's name here.



- HP - Health (Current/Max)
- MP - Magic Points (Current/Max)
- LV - Character level
- EXP - Total Experience
- NEXT - Experience needed to level up

- STR - Strength
- CON - Constitution
- DEX - Dexterity
- AGL - Agility
- INT - Intelligence
- ATK - Attack Power
- DEF - Defense
- HIT - Accuracy
- AVD - Avoid/Evasion of Attacks
- MAG - Magic



LUC - Luck  
 STM - Stamina  
 GUTS - Higher value means higher chances of dealing critical hits or surviving a fatal attack with 1HP.

## Settings

Targeting Mode - Sets targeting method (Auto or Semi-Auto) in combat  
 Window Color - Changes window colors  
 Camera Position - Set Camera angle in Combat  
 Control Config - Edit button configurations  
 Equip Wizard - Choose if you want the game to automatically equip your party members with the best gears in your inventory or do it manually.

## Tactics

Strategy - Sets the general actions your characters will take when controlled by the AI. The set of strategies are a bit different for different groups of characters.

### Fighters

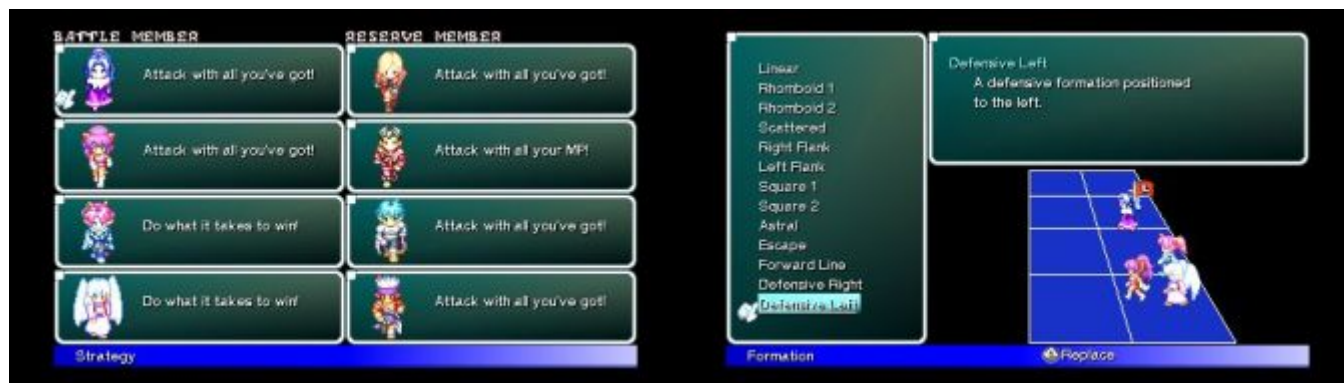
Attack with all you've got!  
 Protect your friends!  
 Save your special arts!  
 Spread out and attack!  
 Stay Away from the enemies!  
 Don't do anything!

### Healers/ Support

Focus on healing friends  
 Do what it takes to win  
 Save your spells  
 Don't use any spells  
 Attack with your weapon  
 Don't do anything

### Offensive Spellcasters

Attack with all your MP  
 Save your spells  
 Spread out and attack  
 Don't use any spells  
 Attack with your weapon  
 Don't do anything



Replace - Rearrange party members. Swap active members to reserve and vice versa  
 Formation - Sets the formation of the party at the start of the battle. Remember to adjust your formation according to your party members; you don't want your spellcasters to be in the frontlines.  
 Leader - The leader is the person

## Save Data

Save - This will only be available in the World Map or on Save Points. It is recommended to have 2-3 other saved files to have backups  
 Load - Load a saved game  
 Delete - Delete a save file

## Combat Basics

Star Ocean: First Departure utilizes the modified version of the game engine used to run Star Ocean: The Second Story for the PS2. That includes the battle system. SOFD's battle system is active, which means you'll control one of the characters while your other team mates act on their own. And due to the nature of the battle system, things can get chaotic in just a few seconds. Here are some pointers you should consider.

1. Learn to switch characters. There are times that the character you control will be busy dealing with the enemies and one of your team mates are in the verge of dying. Switch to an available character, preferably a spellcaster and use a recovery item or spell. You can also manually order your allies to use a spell or technique. This is very essential in surviving tough battles.



- Attack from behind - Controlling your fighter and attacking from the enemy's back can give you higher chances of hitting the enemy and dealing high damage.
- Combat Skills - Learn combat skills, even if they're just LV4 or 5. They activate automatically and help immensely in battle.
- Protect your spellcasters - You must protect them at all costs. They can use spells that can damage all enemies. Your healers can also keep your party healthy as long nobody is giving them a hard time to do so.



- Know your targets - You should prioritize in taking down the enemy spellcasters or they'll give you a hard time by healing enemies or casting all-party spells. Your targeting system must be set to Semi-Auto to be able to select targets manually.
- Gear up - Always upgrade your equipment, particularly your weapons and defensive gears.

## Skills

Skills play a great role in this game. They add more depth by allowing players to create items on their own. Also, aside from providing various stat bonuses, most skills open up new Specialties when leveled up. They must be purchased from skill guilds available throughout towns and cities. Make sure to buy new ones as you encounter them.



SKILLS	EFFECT/ DESCRIPTION	SPECIALTY
<b>Knowledge 1</b> Minerology Herbology Recipe	Raises INT by 3 per LV Raises Blueberry/Blackberry recovery effect by 3% per LV Boosts the effect of eating a favorite dish	Appraising, Crafting, Alchemy Appraising, Compounding, Survival Cooking
<b>Sense 1</b> Aesthetics Resilience Keen Eye Courage	Pleasure in studying objects with beauty Raises CON by 2 per LV Raises recovery effect of cooked dishes Help one to keep one's nerves, even in front of a crowd	Art, Crafting Train, Survival Cooking Pickpocketing



### *Technical 1*

Sketching	Ability to replicate the image of an object in paper	Art
Knife	Raises STR by 10 per LV	Cooking
Whistling	Ability to put fingers in your mouth and blow hard to produce a piercing sound.	Familiar
Imitation	Ability to correctly grasp the details of an object and make them your own.	Replication

### *Combat 1*

Guard Break	Randomly ignores an enemy's defense when attacking	-----
Power Burst	Randomly increases attack power	-----
Qigong	Randomly boosts defense	-----
Trance	Randomly increases spell damage	-----

### *Knowledge 2*

Music Knowledge	Raises AGL by 1 per LV	Music
Item Knowledge	Raises sell prices by 3% per LV	Appraising
Biology	Raises HP by LV-squared multiplied by 10	Compounding

### *Sense 2*

Determination	Lowers SP requirement for each other skill	Train
Danger Radar	Raises STM by 3 per LV	Scouting
Purity	Mind open to the whims of the Gods of Creation	Oracle
Poker Face	Raises GUTS by 3 per LV	Pickpocketing

### *Technical 2*

Eye for Detail	Raises AGL by 1 per LV	Customization, Crafting
Penmanship	Raises DEX by 1 per LV	Writing
Animal Training	Ability to train animals to do specific tasks	Familiar
Machinery	Knowledge of machines	Machinist

### *Combat 2*

Godspeed	Increases movement speed per LV; randomly teleports in front of the enemy	-----
Sidestep	Randomly evades enemy attacks	-----
Body Control	Reduces Daze Time	-----
Recast	Cuts waiting time between spells	-----

### *Knowledge 3*

Mental Science	Raises MP by 5 per LV	Compounding
Faeriology	Raises INT by 2 per LV	Alchemy
Piety	Raises a random ability value	Oracle

### *Sense 3*

Effort	Lowers EXP needed to level up	Train
ESP	Ability to receive messages from an otherworldly presence	Oracle
Aesthetic Design	Raises STR, INT, AGL and DEX by 6 per level	Customization

### *Technical 3*

Performance	Raises AGL by 1 per LV	Music
Smithing	Raises DEX by 2 per LV	Customization
Technology	Raises STR by 10 per LV	Alchemy
Operation	Ability to use machines properly	Machinist

### *Combat 3*

Feint	Randomly guarantees a hit; dazes enemies	-----
Counter	Triggers a counterattack when button is pressed when attacking	-----
Hasten Speech	Cuts casting time for spells	-----
Concentration	Randomly prevents incantation to be interrupted by enemy attacks	-----



## SPECIALTIES

Alchemy	Turns Iron into a different mineral. Higher levels will enable you to produce rarer metals
Appraising	Identifies an unknown item. Higher levels will enable you to identify any item
Art	Produces very useful recovery/support items, portraits and cards
Compounding	Produces medicines, tablets, potions and other concoctions
Cooking	Ability to cook various dishes, used to recover HP and MP
Crafting	Ability to create very useful accessories from various metals
Customization	Upgrade your weapon using various metals
Familiar	Ability to call a bird and do shopping for you. Very useful when exploring dungeons
Machinist	Produces various equipment that increases the success rate of other specialties and bombs
Music	Compose new songs from musical instruments or perform those songs
Oracle	Get in-game hints; no special use
Pickpocketing	Ability to steal from some civilians or party members during a private action (Thief's or Magician's Gloves required)
Replication	Reproduce an exact copy of an item (Magic Camera / Ririca required)
Scouting	Ability to increase or decrease chances of enemy encounters
Survival	Search an area for useful items. Costs 4MP per attempt. Easily done in forests and rock formations
Train	Lower some stats to increase experience gained
Writing	Ability to write books about some mastered or high leveled skills; can be used on other allies to increase a level of the skill

## TALENTS

Each character are efficient in some fields which will affect the success rate of the specialties you want them to learn. For example, a character that doesn't have the Taste talent won't have be that successful when cooking. Fortunately, you can have them unlock secret talents by letting them create items through Specialties that they're not really that efficient with. For example, if you keep somebody without the Taste talent cook dishes over and over again, he/she will eventually unlock that talent. Or have someone craft accessories to unlock Nimble Fingers talent which not only increases success rate in Crafting but also in Pickpocketing.

To make it easier, I suggest doing this while playing a background music using the *Orchestra* super specialty or the *Goddess' Arrival* song through Music. These songs dramatically increase the success rate of creating items while the music is playing. There are also restrictions. There are certain characters that won't unlock certain talents no matter how you attempt it. Unlocking a secret talent provides that character with 100SP.



Talent	Can't learned by
Originality	Ilia, Ioshua, Erys
Taste	Ronyx
Nimble Fingers	Cyuss, Ashlay
Design Sense	Ashlay
Listening	Roddick
Love of Animals	T'nique, Ronyx, Ioshua, Erys
Animal Instinct	Ilia, Ronyx
Blessing Of Mana	Non-spellcasters





## SUPPORT EQUIPMENT

There are items that increase your success rate by just having them in your inventory. Some of these can be purchased but most of these can be produced by creating them using the Machinery skill.



### EQUIPMENT

### SPECIALTY

Element Analyzer	Appraising
Graphic Tool	Art
Keen Kitchen Knife	Cooking, Master Chef
Lezard Flask	Alchemy
Magical Rasp	Customization, Blacksmith
Music Editor	Music
Ririca	Replication
Soldering Iron	Crafting
Sterile Glove	Compounding
Survival Kit	Survival
Triangle Flask	Alchemy
Word Processor	Writing, Publication

## SUPER SPECIALTIES

You can unlock Super Specialties if four or more of your characters have the same Specialties and have high levels for it. Using these provides you with better items and other major benefits.



### SUPER SPEC

### SPECIALTIES

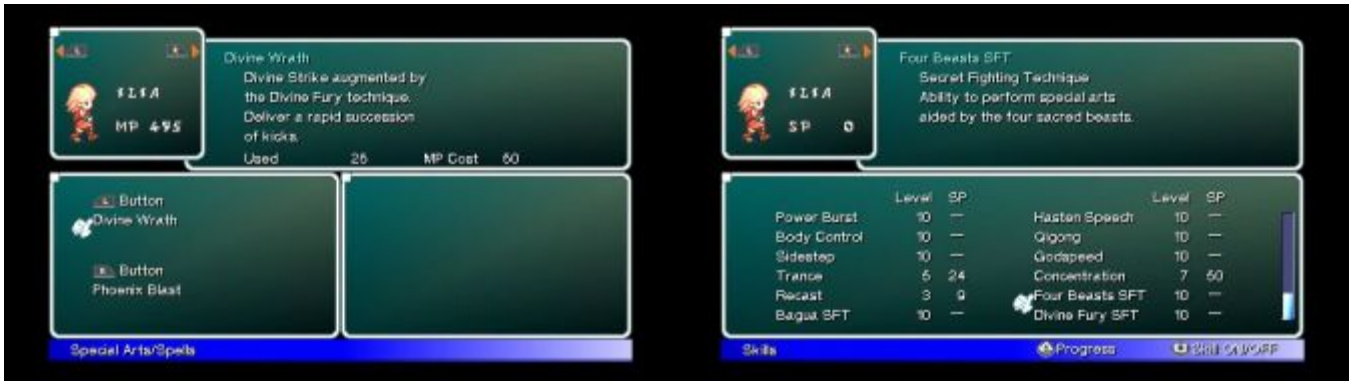
### EFFECT

Blacksmith	Customization, Alchemy	Forge armors, greaves, shields etc
Contraband	Pickpocketing, Replication	Produce illegal but very useful items.
Enlightenment	Train, Survival	Increases SP gained after leveling up
Group Appraising	Appraising, Crafting	Increase / Decrease shop price
Master Chef	Cooking, Compounding	Cook more complicated and better dishes
Orchestra	Music, Art	Increases success rate of any specialty while the music is playing
Publication	Writing, Machinist	Write books to increase character relationships



## SECRET FIGHTING TECHNIQUE (SFT)

There are books in the game that will allow characters to learn SFTs. Some are acquired along with the story while some can only be acquired through sidequests and treasure chests. SFTs allows characters to learn an entirely new special art by using specific arts regularly. The characters needs to max out the SFT skills, then use their arts over and over again. This is learned after the battle. SFTs are practically more powerful versions than the original and will be very handy in tough battles. Only fighters can learn SFTs and only specific ones tailored for them.



## CHARACTER COMBINATIONS

SOFD's story varies differently depending on the characters you have in your party. Some characters won't join you if you have another one. Out of the 9 recruitable characters, you can only get four of them, at a time. Refer to the chart below to determine the possible combinations when recruiting characters. This should help you decide which characters you'll get or not. Green means the character is in your party and red means he/she is not recruitable if you have the characters on green. Conditions on how to recruit them will be discussed as you progress in the walkthrough.

Cyuss	Ashlay	Ioshua	Mavelle	Erys	Phia	T'nique	Pericci	Welch
Y	N	Y	Y	N	N	N	Y	N
Y	N	Y	Y	N	N	N	N	Y
Y	N	Y	N	N	Y	N	N	Y
Y	N	Y	N	N	N	Y	Y	N
Y	N	Y	N	N	N	Y	N	Y
Y	N	Y	N	N	N	N	Y	Y
Y	N	Y	N	N	Y	N	Y	N
Y	N	N	N	N	Y	Y	Y	N
Y	N	N	N	N	Y	Y	N	Y
Y	N	N	N	N	Y	N	Y	Y
Y	N	N	N	N	N	Y	Y	Y
N	Y	Y	Y	N	N	Y	N	N
N	Y	Y	Y	N	N	N	Y	N
N	Y	Y	Y	N	N	N	N	Y
N	Y	Y	Y	N	Y	N	N	N
N	Y	Y	N	Y	Y	N	N	N
N	Y	Y	N	Y	N	Y	N	N
N	Y	Y	N	Y	N	N	Y	N
N	Y	Y	N	Y	N	N	N	Y
N	Y	N	Y	N	Y	N	Y	N
N	Y	N	Y	N	Y	N	N	Y
N	Y	N	Y	N	N	Y	Y	N
N	Y	N	Y	N	N	Y	N	Y
N	Y	N	Y	N	N	N	Y	Y
N	N	Y	Y	N	Y	Y	N	N
N	N	Y	Y	N	Y	N	Y	N
N	N	Y	Y	N	Y	N	N	Y
N	N	Y	N	N	Y	Y	Y	N
N	N	Y	N	N	Y	Y	N	Y
N	N	Y	N	N	Y	N	Y	Y
N	N	N	Y	N	N	Y	Y	Y

# Walkthrough

## Kratus

After the cinematics, grab the **Blackberries** from the chest in the upper right corner of the room. Exit the HQ and get a **Flare Bomb** and **Resurrection Elixir** from the chests.

Talk to the townspeople in the area. Enter Millie's House in the lower right part of town. Grab the **Blueberries** from the chest. Exit the house and head to the left side of town.



Grab the **Talisman** from the chest near the Weapon Shop. Talk to the people there as well. Head back to the HQ for a scene. Fight the bandits. After defeating them, head to the left side of town and get rid of the bandits there as well. After the battle, you'll be in your first boss battle.

### Boss: Baird, Thief x2

Get rid of the bandit boss' minions first then sandwich him between Roddick and Dorne. Be careful though, the bandit boss can deliver fast, damaging combos if you're not careful. Just keep the battle away from Millie and she'll do a wonderful job keeping you guys healthy.



Watch the following scenes. The next day, head to the Defense Force HQ to have a conversation with the captain. Obtain **Blueberries** x5 and **Twice-Cooked Pork** (Roddick's favorite dish). You can now exit the town. Do so to save your game and train. I suggest training up to level 5 or 6. If you need to rest, you can just head back to Roddick's home and sleep there. After training, head back to the HQ for another scene. Watch more scenes until you have the control back. Exit north of town and cross the bridge for another scene. Just follow the road to reach Coule.





## Coule

Head left to spot Millie. Follow the path and enter the first house to the far right. Grab the **Necklace** from the chest. Head north and open the chest beside the petrified person to get **Blueberries**. Enter the house in the upper right for a scene. You'll be back in town afterwards.



## Kratux

Watch the scenes. Once in control with Roddick, head to the northern exit to find Dorne. Check your equipment and exit the town. Head to Coule.

## Coule

Enter the house where Millie's father was staying. Grab 200F (Fol) from the chest. Exit the house and exit to the upper left side of town.

## Mt. Metorx

Just follow the mountain path to reach Mt. Metorx. Once there, just follow the path; which is very straightforward. You'll have Fellworm ambushes along the way so be careful. Continue following the path until you reach the spring. After the short scene, drink the water there to recover your party's health. Grab the **Rose Hip** along the arc in the road and head up to the peak. Watch the following scenes.



## The Calnus

You'll be aboard the Calnus. Just read through the conversations. Once in control, use the savepoint and exit the sickbay. Ride the connection corridor and head to the elevator pad. Visit all floors and head back to sick bay for a scene. Another Fell Worm ambush will take place so just get rid of them. Watch more scenes.







## Planet Styx

Watch the scenes in the Time Gate and the cinematics.

## Kraat

After arriving separately from Millie and Ronyx, Roddick must find a local dress for Ilia to prevent attracting unnecessary attention. Agree to find one for her. Head to the right and grab the **blueberries** from the chest. Enter the shop and talk to the shopkeeper. He'll offer you a dress for 20Fol. Since it's dirt cheap already, don't mind if the shopkeeper is acting funny. Grab the dress and head back to the bushes where Ilia is hiding.



Save your cash for now since you'll need them later. Talk to the people here to learn more. Enter the inn in the northern part of town and grab 420F from the chest there. Enter the house beside the inn to get a **Resurrection Elixir** from the chest. Exit the town, save and do a **Private Action**. I recommend saving first before doing this since there could be off-plot switches or scenes that will require you to choose answers. You can just load your game to test all choices if ever.

PA: Find Ilia in the center of town. Talk to her about the postal service of that time.



Exit the town again and follow the same path heading to Coule. Try not to fight too much random battles here since you don't have any equipment at the moment...



## Haute

Head left for a short scene. Open the chest beside the merchant with the red, striped carpet. Get **Sweet Syrup** from it. Rest at the inn in case you need recover your health. Talk to Remy near the inn and answer NO to learn some general directions. Talk to Ruddle to the right and he'll ask for directions. Answer NORTH. Continue to the right and enter the shop for a short scene.



Talk to Badam and agree to take the job. You'll need to pick some equipment first. Head back to the weapon master near the town entrance. Agree to take the sword for 20F and the same guy that was arguing with the merchant before will jump to the scene. Head back to the shop. Cyuss will agree to accompany you guys to Portmith. You'll receive 200F and **Permit**. You'll also obtain a Long Sword for Roddick. Buy some skills as well.



If you have over 1400F, then I suggest getting all skills. Otherwise, grab *Technical 1* since it contains the *Knife* skill that increases your ATK which is really helpful in the early part of the game. Check also your character's talents. If you're able to grab all the skill sets, have the character with Taste talent to learn at least LV1 of *Recipe*, *Keen Eye* and *Knife* to learn the Specialty skill, *Cooking*. Buy some ingredients from the food shop just across the item and skill shop and have that character cook some food. This is really helpful since recovery berries are really expensive at this point. Also, I suggest saving all your SP until you get the *Determination* skill in Portmith. It lowers the required SP of all the other skills so leveling it up first is a must. Just keep LV1 Knife or Cooking skills for the meantime.



Before heading out, "borrow" some of Cyuss' protective gears and distribute it to Ilia and Roddick. Buy some recovery items if you still have cash. Exit the town and perform a Private Action.



PA: Find Ilia inside the shop, in the left side, browsing some earrings. If you picked the first choice, just talk to the Badam to get it free and talk to Ilia again to give her the earrings. The other two choices won't give you anything. Exit to the world map and head to Mt. Metorx.

### Mt. Metorx

In the first area, just north of the large rocks lies a secret entrance leading to an Abandoned Mine. Don't wander around it though, since the enemies here can murder your party with ease. If you want to get all the items there, you can do the following: Remove the UMD while exploring an area to avoid random encounters then put the UMD back to load the new area. Do this for every screen for you to collect all the items without the fight. This is tedious and there will always be chances that the game won't load the new area again so do this on your own discretion.



With that said, just follow the path like before. Recover your party's HP in the spring and get the ?Herb dangling from the arc of the road. Continue to the peak then the downslope until you reach the world map again.

Just follow the road to reach Portmith. You may spend some time fighting random battles here to increase your levels. Enter the town once ready.

### Portmith

Find if you have talked to Ruddle back in Haute and given him correct directions, he should be walking around the plaza. Talk to him to get a **Faerie Elixir**. Go upstairs north, then go to the right to find the weapons shop. Talk to the shopkeeper and get a large doll.



Now you'll need to make a decision to keep Cyuss in your party forever or not. Since SO is all about decisions, whatever you do will affect some events in the future, including the characters that will join your party.

#### [Recruiting Cyuss]

- Can't recruit Erys and Ashlay
- Can't get Mavelle if Ioshua is not in your party.
- Phia won't join temporarily in Autanim but can recruit her later on

If you're a first time player, I suggest recruiting Cyuss and work on the other characters on your second playthrough instead. Cyuss has great offense and high HP but low defense. To ditch him permanently, head to the left side of town to reach the port, and talk to the sailor in the upper left path to learn that the pirates' threat are preventing ships from sailing. Choose to don't deliver the doll to Haute twice and he'll be gone.



To recruit him, head back to Haute and deliver the large doll to Badam. You'll get 600F as payment and the chance to recruit him permanently. You can also do a Private Action upon leaving Haute and after getting Cyuss. Anyways, head back to Portmith.



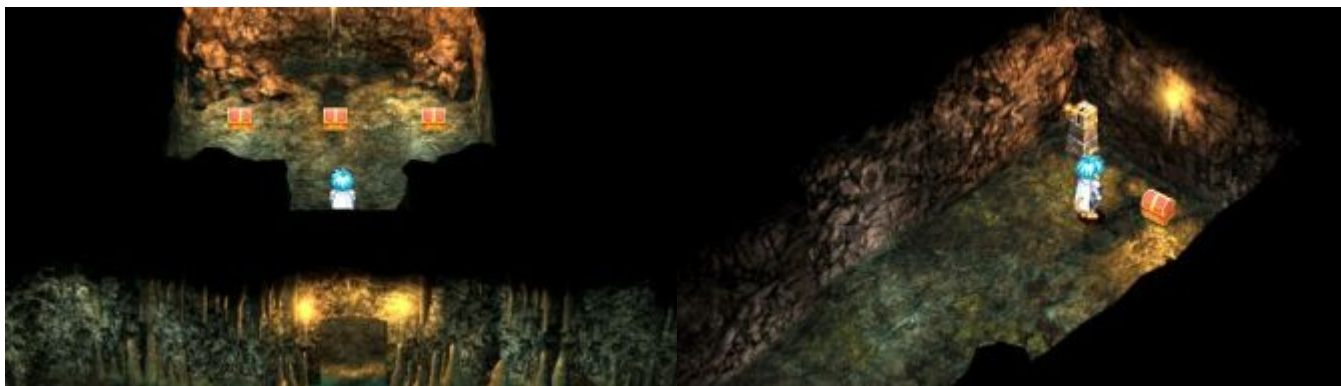
Don't forget to buy the skill set, Sense 2 if you still haven't bought it. Whether you chose to keep Cyuss or ditch him, you'll need to raid the pirates' hideout in order to proceed in the story. Talk to the sailor in the upper left and choose the first option. Make sure to check your equipment and supplies, then head left to ride the rowboat to the pirates' turf.

### Pirates' Hideout

**1F.** From the entrance, take the eastern path first. Grab the **Antidote** along the way. Follow the only path to reach a dead end with two items with **Blueberries** and **Resurrection Elixir**. Head back to the entrance and go left.

You'll find a slippery floor. Just press and hold circle to walk slowly. Take the path north first, then take the stairs down.

**B1.** Ignore the gas vents for the meantime. Head down first. Once you reach a split, take the path to the right to reach a narrow corridor with a slippery floor. Walk there and enter the opening to the north to find three chests. Get **Blueberries**, **Sapphire** and **Lavender** from them. Return to main path and continue to the right to reach another room with a chest (**Blackberries**). Return to the split and take the path down.



Head to the right to find a chest (**Necklace**) and a lever. Pull it down to open the gates in the previous screen. Go through it and head downstairs to the right.

**B2.** Save at the savepoint, then go north. Head to the right first and grab the **Resurrection Elixir**. Check your party's HP. Heal as needed using cooked food and upgrade some combat skills (after applying Determination to lower their cost) When ready, head to the corridor and enter through the northern door. Boss fight.

#### **Boss: Velkhent, Bushwhacker, Robber Axman**

Like before, take care of the minions first and sandwich Velkhent between your characters. If you don't have Cyuss then fight defensively and don't rush since Velkhent can deal huge amounts of damage per hit. Don't hesitate to use your items as needed and unleash your special arts to defeat this enemy. You'll obtain **Flint** afterwards.

Return to the savepoint, then return to the first floor, down to the split where the slippery floor is and head west. Equip the Flint (Accsy) and examine the gas vents to blow it up. Grab the **Resurrection Elixir** from the chest. Return to B1.



**B1.** Examine the gas vents to the right to open a new path; head to the next screen. Enter the door to the left and grab the **Blueberries** from the chest. Return to the previous corridor and continue down. Don't ignite the vents. Continue north to find two chests. (**Sweet Syrup** and **Sacrificial Doll**) Follow the path south and around, then continue down and right to find the stairs going down.

**B2.** Keep heading right to reach the stairs leading to B3.

**B3.** Head south, ignite the vents and grab **Sweet Syrup**. Return to the corridor and take the door to the left. Grab the **Resurrection Elixir** along the way. Continue left to the next screen. Go down, then right to get **Magic Canvas**. Continue to the left to find a savepoint. Prepare your party and enter the door.

#### Boss: Velkhent Chief, Velkhent

Same strategy apply; Get rid of the Velkhent first and avoid getting sandwiched between the two. Set your strat for an all-out attack and don't hesitate to burn some MP to perform your killer moves. Watch your party's HP; switch in between characters to check who can use an item immediately. Once the Velkhent is down, the Chief is pretty much an easy prey to your characters.



After the battle, take the stairs to the left. Grab the **Ruby** and **Rainbow Diamond** from the chests inside the prison cells. And meet the mysterious cat girl. Watch the following scenes.

#### Portmith

Back in Portmith, the cat girl will run away. Once in control, look closely at the ground where she stumbled to find a shining object. Pick it up to obtain **Ocarina**. It is required if you're planning to recruit her later on. Talk to the kid to receive St. Elmo's charm. Once ready, talk to the same sailor in the upper left to sail to Autanim for free.

#### Autanim

If you didn't get Cyuss, Phia should join your party temporarily if you opted to. Explore the town if you want. Don't forget to grab the Amulet of Antivenin in chest inside the house north of the weapons shop. There are some new equipment and a new skill set (Knowledge 2) available, too. Once done exploring, exit the town. Just follow the road to reach Tatroi.





## Tatroi

If you have Phia, she'll leave the party for now. Go downstairs left to find skill guild. Get some new skill sets (Technical 2, Combat 2) and learn those that costs 1 SP for now. Rest at the inn north, then grab the **Resurrection Elixir** at the roof top of the skill guild. If you go further to the left, you'll get to the entrance of Astral Cave. You can spend some time training there if you wish; just save outside and rest at the inn as needed. Grab the **Aquaberries** from the chest inside the house beside the inn. Talk to Puffy outside and pay 600F for a mini-game.

Choose the following:

1. Go left
2. Search the corpse
3. Let me search it already. Obtain 120F and a Flare Bomb
4. Keep going
5. Use Flare Bomb, you'll lose it but will get Murky Potion in return.
6. I'll use an item
7. Nuclear Bomb.\* Obtain 100SP, 600F, Saber

\*You'll need to actually make one through the machinery specialty but since you don't have the Operation skill at the moment, you can stop the mini-game temporarily and do it later.



Once done, head north to the next area. Go downstairs to the left and enter the house. Open the chest inside to get **Spectacles**. Return to the main street; there is a food shop and weapon shop to the right so check whatever you need. Head north to reach the arena.

### [Recruiting Ashlay]

- Cyuss is **not** recruited
- Pre-requisite to recruit Erys
- 5<sup>th</sup> movie won't be available in the movie gallery
- Automatically head to Astral after recruiting
- Phia won't join temporarily early in the game but can recruit her later on
- Mavell joins automatically but can't force her out without getting Ioshua
- No Private Action to get Millie's amulet in Silvalant

Inside the area, take the stairs east. Head west to find Ashlay. Talk to him and win any rank in the arena. Head to the port (south of the weapon/food shop) to find Ashlay and you'll have the option to let him join. If you go through Astral Caves without him, you'll miss the chance to recruit him forever.

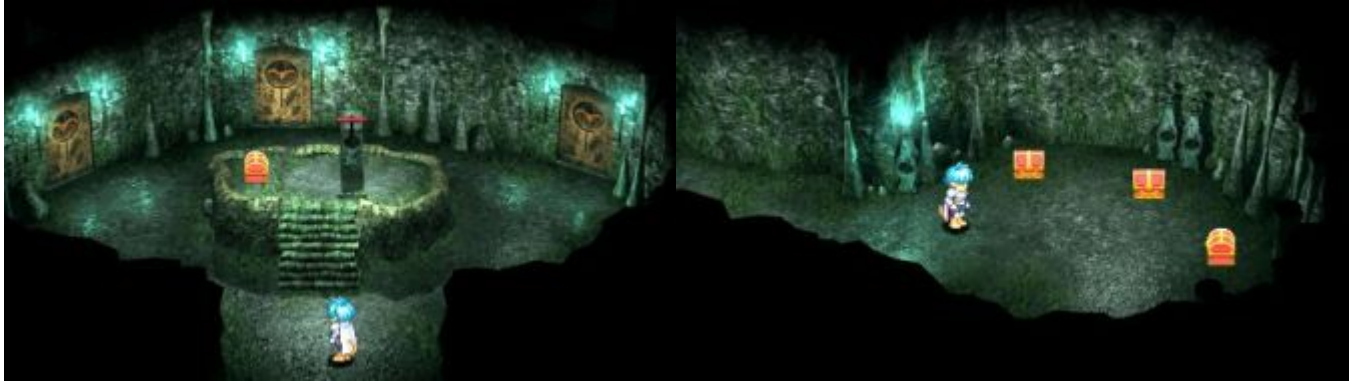
Once your business here is done, prep your party and head to the Astral Caves.



## Astral Caves

If you have a pick axe, equip it to any of your characters and examine the shining crystals to obtain minerals from it. Save at the savepoint on the second screen; continue up. Get a Green Beryl in the split path. Head to the left to find ?Item. Return to the split and continue north. Cross wooden bridge and continue to the next screen. Find a chest (Sinclair), lever and three doors. Pull the lever to open the left door. Enter it and get 1200F from the chest and Iron from the crystal.

Return to the lever and pull it again. Enter the door to the right to get Flare Bomb. Return to the lever and pull it until the central door opens. Collect Sapphire and Crystal from that room. Enter the door north and use the savepoint. Examine the statue to restore your party's health.



Head to the two screens right, and grab Silver from the crystal. Continue until you reach a split. Take the path to the left, then in the second split go right to find chest. (Necklace) Return to previous screen and head down. Follow path until you reach four-way.

The path south loops you around the second area savepoint so don't take it. Head to the right to get Crystal, then go to the left to find Gladius. Backtrack to the main split and continue down. Grab Sapphire along the way and continue to the right. Grab the treasures there. (Amulet of Antivenin, Sacrificial Doll, ?Weapon) Backtrack to the savepoint, use the statue and head to the left to reach Astral.

## Astral

If you have Ashlay in your party, you'll be in Astral automatically. With Ashlay in your party, agree to check the area a bit and go downstairs. Head to the eastern room and exit. Once done exploring the town and to proceed with the story, return to Lias' mansion and rest in your room on the second floor. Exit the town to the SE to reach the Astral Caves afterwards.



If you have Cyuss, you will be in the inn. You'll have the option to rest immediately or explore the town. If you don't have neither Cyuss or Ashlay with you, you'll need to head to the inn directly. Rest there to proceed with the story. Don't forget to save before resting.

Watch the scenes that will occur at night. You'll be back in Astral Caves and Phia will temporarily join your party if you have Cyuss.

### [Recruiting Phia - early]

- Cyuss and Ashlay not recruited
- Can't recruit Mavell

### Astral Caves

The door here is one way only so you'll need to find your way around. Continue following the path until split. Take path left and follow the path you reach the four-way split. Take the path south and exit to the right. Prepare your party, save and head south for a boss battle.



### BOSS: Darth Widow, Stroper x3

As usual, defeat the minions first then sandwich the boss with all four characters. She wouldn't last that long after gangbanged like that.

### Astral

Watch the following scenes. In the morning, you'll obtain **Cinderella Glass**, **Lunar Talisman** and 200 skill points. Need to head to Purgatorium next. Save your game and head back to Tatroi by boat or foot.

### Tatroi

Check your supplies if you still haven't, and exit the town. You can do a PA here for a scene with Cyuss inside the weapon shop. Follow the road west until you reach a split. The path south leads to the port town of Tropp.

### Tropp

This port town is located to the southwest tip of the continent. You can visit it to loot some of the items there and to resupply as needed. Otherwise, you don't have any official business here. Enter the house in the east part of town to obtain ?Item.



You'll need to follow the road east to reach the Highland Caves. You'll need to go through it before reaching Purgatorium.

### Highland Caves

This is a straightforward path so just follow the route until you reach the exit.



## Purgatorium

Go up two screens and head to the left to get ?Herb. Return to the previous screen and take the door to the right or upper right. In the corridor, enter the door to the upper right corner and pull the switch. Return to the main room and take the upper left door. Examine the statue to get 50SP. Exit the Purgatorium and follow the ridges to the northeast to find a hidden entrance. Go up the stairs for a scene.



Meet Ioshua. He'll help you find the entrance. Watch the following scenes. Ioshua will temporarily join the party afterwards. Check his skills and equipment. Equip his special arts as well.



Head to the upper left and pull the switch. Exit the room and enter the room to the upper right. Along the corridor, take the hallway to the right and enter the room. Examine the two stands for 50SP each. Backtrack to the corridor and enter the room north.

Let the green ball hit you to be warped to the treasure chest. Get [Froghead](#) from it. Touch the green orb again then let the blue orb hit you to reach the door north. Go left then down. Enter the door to the left and examine the stands to earn 50SP for each of the stands there. Exit, go up and enter the door north, between the two faces.



You'll be in a multi-levelled room with more bouncing warp bubbles. Touch the green balls to reach the chests. Get [Ring of Resistance](#) and [Resurrection Elixir](#).

Try to reach the middle right door by avoiding the orange and red balls. You can have the blue ball hit you then touch the blue ball again to be ported back to the lower floor. Head right. Follow hallway until you reach a door. Enter it and pull the switch there. Exit to the main room and do the same thing with to the left side. Touch the blue ball to continue. Use savepoint. Enter the door to find another room with warp balls.



One of the two blue balls here will lead you to the chest (?Mineral) To reach the door, head back to the first floor and touch the orange ball. The another orange ball and finally touch the orange ball to the LEFT. Enter the door.



Check the room to the right to get 50SP for each stand. Enter the room to the left and examine the stand to the right to recover your party's HP. Exit, then continue to the north for a boss battle.

#### BOSS: Wolf Spirit x4

Start the battle surrounded. Immediately target the enemies attacking Ioshua; you'll need his healing skills to keep you alive in this battle. Set your strat to protect friends and Ioshua to whatever it takes to win. Burn some MP performing your special arts while you can force Ioshua to use offensive spells when he's not busy healing you.

Head north after the battle. Watch the scenes. Meet the Runes. Next destination is Van Kingdom. Once you're outside, you'll have the chance to recruit Ioshua permanently. Stop him once he bids farewell, and ask him to join you. Exit to the world map.



#### [Recruiting Ioshua]

- Required to recruit Erys; Cyuss must not be in the party to recruit her
- Won't get
- No Private Action to get Millie's amulet in Silvalant
- Mavelle will join automatically with/without Ashlay
- Sub-Event in Forest Hut
- If you have Ashlay, Millie joins in Silvalant not in Eckdart

If you haven't visited Tropp earlier, just go through the Highlands Cave and follow the road south to reach the port town.

#### Tropp

Sleep at the inn, resupply and head to the docks. Sail back to Portmith.

#### Portmith

Exit the town and travel back through the Metorx Mountain, past Haute then cross the bridge. You should see the crash site immediately.

#### Muah Continent

Approach the crash site for a scene. Back in the world map, travel all the way back to Portmith and catch a ship to Tropp. From Tropp, sail to Eckdart.



## Eckdart

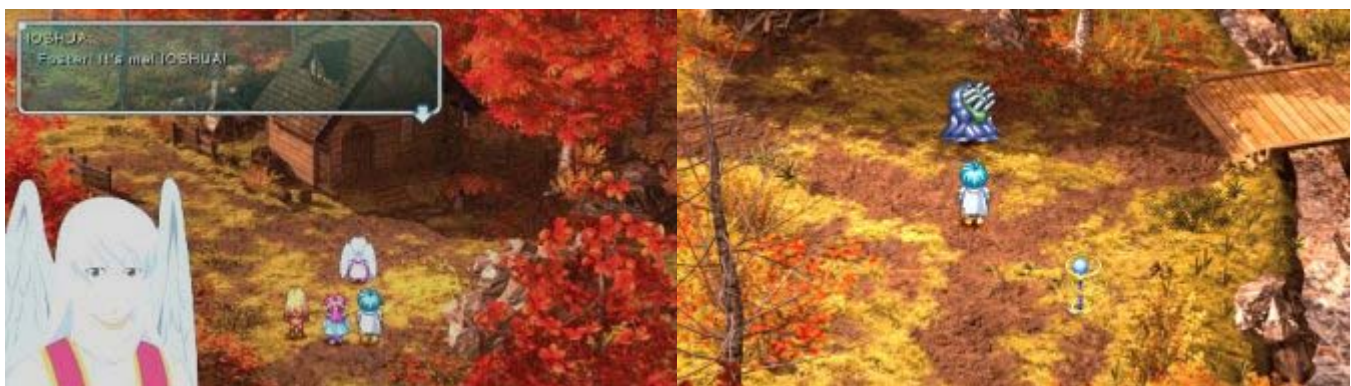
If you have Ashlay or Ioshua in your party, you'll find Millie immediately upon landing. If you have them both, Millie will join later in Silvalant. Just head to the inn to find her. Check out the shops around the town. There are some new skills (Sense 3, Technical 3) at the guild so make sure to grab them when you have the chance. Sense 3 includes a wonderful skill called *Aesthetic Design* that increases your major stats at once. It also includes *Effort* skill that lowers the required EXP to level up; not to mention that it unlocks the Train specialty.



Also, in the town square, buy a Keen Kitchen Knife from the merchant in the upper right; it increases the chances of success for Cooking and Master Chef specialties. One of the homes in the upper right has a chest that contains *Spectacles*. Next stop is Ionis. But with Ioshua in your party, you can take a little detour. Exit the town and follow the path to the red mountain just outside town.

## Mt. Eckdart

Follow the only path to reach Foster's home. Watch the scenes. Choose to take the monsters out. You can rest by talking to Foster. Exit the cottage and continue to north.



1. Save at the savepoint and approach the first monster to fight it. Examine the shining object to the upper right to get ?Herb. Millie's Gravity Crush works well against these
2. Go to the left to find the second monster. Examine the bushes to the upper right to get Rose Hip.
3. Head south to find the third monster and a chest (*Blueberries*)
4. Return to the previous screen and go left to find the fourth monster and *Spectacles*
5. Return to previous screen and go up to find fifth monster and *Fine Shield*. Return to save point.
6. Head north to find sixth monster and a ?Herb



7. Go left to find seventh monster and **Rod of Jewels**.
8. Return to previous screen and go right to find the eighth monster and **Lavender** to the right.
9. Continue to the lower right, defeat the ninth monster and get the ?Herb from the bushes.
10. Continue to the upper right to reach the next area. Grab the **Wolfsbane** along the way, continue north to defeat monster.
11. Go north to another screen, defeat the monster and get the **Elven Cap**.
12. Continue south two screens to defeat the last monster and to get **Robe of Deception**.

Return to Foster to obtain **Elven Bow**. Exit the mountain and follow the long road until you reach the next town.

## Ionis

Watch the scenes. Meet Mavelle. Ronyx will rejoin party. Watch more scenes. Getting Mavelle to join your party will depend on the conditions below:



### [Recruiting Mavelle]

- If you have Ashlay or Ioshua or both, she'll join automatically
- If you have Cyuss but without Ioshua, she won't join you
- If you have Phia and Ioshua, she won't join you but you'll have the chance to recruit her later on
- If you don't have the four variable characters mentioned above, you'll have the chance to get her later

Once done, just exit the inn and enter the shop to the right. Upgrade everybody's equipment. You can also get some new items here like the infamous Thief's Glove (for pickpocketing), the Lezard Flask for Alchemy, the Magic Camera for reproduction, Premium Paper for forging documents, etc. There is also a new skill set available (Knowledge 3) so make sure you grab it.

You can always train outside town for a bit. Have everybody learn the Train specialty by leveling up *Effort*, *Determination* and *Resilience* to increase the EXP they get every battle. Also, having more characters learn it unlocks the *Enlightenment* super specialty which rewards a lot more skill points every level up. Use this to boost your SP and levels in a fairly short amount of time.

Anyway, search the house in the left side of town to get **Resurrection Elixir**. Exit the town afterwards. Since you have access to most of the necessary skills here, you can spend a few hours doing the following tricks:

When you have acquired at least 5-7 characters in your party and after they max their Determination skill, work on increasing their Poker Face skill and Courage. This will unlock the Pickpocketing specialty. You don't need to max those skills; just keep leveling them up (if you have maxed the Determination skill, they should cost 1SP only until LV6-7). Also, have someone concentrate on maxing out the Imitation skill (Replication).

With most of your characters having Pickpocketing and Replication specialties, the Super Specialty, Contraband will be available. You'll need some Premium Papers to be able to reproduce some illegal but highly useful stuff. The first place you'll get the necessary materials is Ionis.

### Experience Trick

Using the Super Specialty Skill Contraband, keep forging materials until you get the Counterfeit Medal. When used on a character, it will reduce the required EXP to 1. The higher the Contraband level, the better chances of producing this item.

Since it is hard to produce, Replicating it is a viable solution. You'll need a Magic Camera and some Magic Films to attempt to reproduce it. If is advisable to have a maxed out Imitation skill before attempting. Try to create a **RIRICA** camera through Machinery specialty to increase your replication chances dramatically! Try to sell any forged items your party creates to earn more cash.



Note: A failed attempt will give you a *Bounced Check*. Do this beside a shop so you can sell Bounced Checks immediately; leaving them in your inventory will eat up your funds until you sell them.

**Easy Fol**

It's easier to do this with a high level Group Appraisal super specialty where you can control the prices of the shops at will.

Using the Contraband super specialty, keep creating materials until you get Forged Bills, Checks, Stocks, Documents, etc. These can be sold at a really high amount if you Raise the price using the Group Appraisal super specialty. Use this trick to earn millions of fol early in the game.



**Power Leveling**

With the Train skill, your characters' stats will decrease but the experience gained increases. If you have several characters with Train, you'll unlock the Enlightenment super specialty. Activate this to earn more SP per level up. If you have Scouting, you can set it to search for enemies and you're good to go.

It's better to do this outside towns so you can rest and save as needed.

**Free Lodging at Inns**

Using Contraband, you'll be able to forge a contract. Use it in a town to gain free access to the inn permanently. Use this on every town you visit to take advantage of free lodging.





Exit the town and follow the long road to reach Van y Ille.

## Van y Ille

Explore around town to find ?Item. Enter one of the houses to find a chest with **Spectacles**. Get the new skill, Combat 3 from the skill guild in the upper left part of the city. Once done, take the central stairs to reach the castle. Watch the following scenes. You'll need to clear the Trial Chamber to gain the King's trust.



## Labyrinth of Champions

Enter the middle door. Take the first path to the right to the next screen, enter the door to find a chest. Grab **Amulet of Flexibility**. Go left, then down. Take the path left and enter the left door to find another chest. (?Item)

Continue up until you reach a marker. Have a reserve party member equip the Pickaxe to dig out some of the minerals found in this area. Continue north, save your game and go through the door north.

There are several doors in this room with individual switches. We will tag the leftmost room as Room 1 and the rightmost room as Room 7. In rooms 1,3,5 and 6 the switch must be DOWN. For 2 and 7 it should remain UP. The path going down should be open now. Go back to the previous room to save, prep your party and go down.



### BOSS: Peryton, Wisps x3

You'll start the battle surrounded. You'll need to get rid of the minions first or you'll have multiple problems. Order your team to attack with everything they've got and force your caster to use an offensive spell if he/she still haven't. Once the lesser enemies were dealt with, sandwich the boss between your characters for an easy win.

Continue to the left and follow path to the right to reach the starting point. Watch the following scenes. You'll obtain the **Van Emblem** in the process. You'll also receive the **Book of Techniques: Four Beasts SFT**.

## Van y Ille

Watch more scenes. The next day, return to the Castle to grab some items. From the entrance, go to the right to reach the Armory. The **Emerald Ring** is located inside a chest there. Exit to the main hall and head to the second floor to the left. There is a **Magical Clay** in the rightmost room. Exit the town and make your way back to Eckdart.

## Eckdart

Sail to Tropp and exit the town. Walk all the way back to Tatroi then eventually, Astral.

## Astral

Approach the castle and watch the following scenes. Obtain **Astral Emblem**. Return to Tatroi.

### [Recruiting Phia 2]

- If your party has six characters or less, you'll have an option to recruit Phia



## Tatroi

### [Recruiting T'nique]

- If your party has six characters or less, you'll have an option to recruit T'nique.

Enter the Rank D fight or above in the arena and win the first four battles. He will challenge you afterwards. Defeat him and you'll have the option to recruit him. Now you can head back to Van.



If you're at least LV67+, try to finish the Rank A of the arena to receive the *Combat Set* (Mithril Helm, Greaves, Mesh and Sword of Strength) Replicate them and to share them with your team mates! Travel all the way back to Van y Ille, then follow the road to reach the Checkpoint Bridge. Talk to the guards to pass, then enter the Cave.

## Van y Ille Caves

From the entrance, take the path to the right to get **Link Combo**. Return to the main path and follow it to grab the **Green Beryl** along the way. Once out, follow the road. There is an off-road town in the mountains. You can check it out if you want.

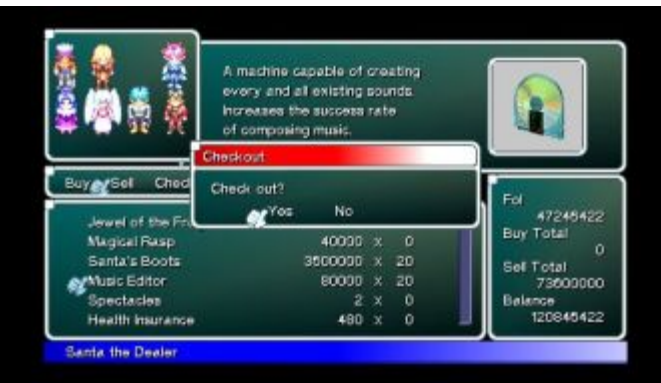
## Durss

There isn't that much that you can do here. There is an inn and some shops in case you need to rest and resupply. The weapon shop sells cheap equipment so just ignore it. Once done, you can return to the main road and follow it to reach the kingdom of Silvalant.

## Silvalant City

If you have Ashlay and Ioshua, Millie will just join here. Just head to the town plaza and head right. Talk to the hidden Santa the Dealer behind the tree. He offers ridiculously expensive but rare items. If you have the Group Appraising super specialty, you can lower the price of his items and sell it at a higher price. If your GA level is 10, you'll get most out of buying and selling *Santa's Boots*. Don't do that on other items since they sell at a very low price, even if raise price is set. Try to earn enough money to buy all the items here, especially the infamous tri-Emblem accessory that provides excellent stat boost. You can't replicate it so you'll need to buy it the honest way. You can keep buying and selling as many Santa's Boots as you can to earn incredible amount of money.





Enter the house nearby for a **Resurrection Mist**. Head to the docks to the east to find a **Blueberry** from the chest. Head north of the town plaza and watch the following scenes. Obtain **Silvalant Emblem**. Exit the throne room and make your way to the southern corridor, past the inner courtyard. Find a hidden chest to the right containing **Damascus**. Exit the castle and head to the city's port. You can pretty much access any location - with the right price of course. From this point, you'll have the chance to recruit the last optional characters. See the details below.



#### [Recruiting Welch]

- You must have an available slot in your party
- After getting the Silvalant Emblem, sail to Eckdart and follow the road, past Ionis and across first bridge. Before reaching the second bridge, there should be a maple forest. Enlarge your map by pressing START. Look for a hidden cottage in the southeastern tip of the continent.
- Agree to bring her along to recruit her.



#### [Recruiting Pericci]

- You must have an available slot in your party
- Return to Kraat and do a Private Action. Equip the **Ocarina** you got earlier and select **PERICCI**.
- Move away from it and keep pressing X until Roddick plays the Ocarina. Watch the following scenes to recruit her.



## Abandoned Mine

(At least LV40+)

Since you'll come across with the Abandoned Mine (PG.5) in Mt. Metorx, I suggest completing this optional dungeon for some really great and useful items. The area is short and has a lot of interconnecting paths so I'll leave the exploration to you. I'll list the items you will find. Make sure to have a reserve member equip a Pickaxe to collect some valuable metals scattered across the area.

- ?Armor
- Aquaberries, Dwarven Helm
- Resurrection Elixir, Ankh Shield
- Steel Helm
- Steel Armor, Mind Bomb
- Silver Greaves, ?Item
- Dwarven Guard
- Blueberries, ?Armor

As you continue further east, you should find a savepoint. Prep your party and continue east for a boss fight.



### BOSS: Jabberwabbit, Shadow Flower x6

This battle shouldn't be that hard as long as you get rid of the Shadow Flowers. Try to defeat them using high level offensive spells and long range attacks. The Jabberwabbit will jump around the place, but it shouldn't be that much of a problem if you have already removed its minions.

Get [Cinderella Glass](#), [Emerald Ring](#), [Dwarven Sword](#), and [Astral Sword](#) from the chests. Exit the mine.

### [Recruiting Erys]

- Must have Ashlay, Ioshua and Mavelle in your party.
- Mavelle will be "traded" off permanently if you choose to recruit Erys

Enlarge your world map and head to the northeastern tip of the frigid continent. You'll find the Old Race Ruins.

## Old Race Ruins

**B1F:** Once inside, go up to reach an intersection. There is a [Medicine Bottle](#) to the right and a [Sacrificial Doll](#) up. Head left, and grab the Wolfsbane along the way. Take the stairs down.



**B2F:** Go down for a savepoint. Head down to get ?Item. Return to savepoint, go to the right, then down to get [Kitty Suit](#). Don't go up yet; return to the savepoint and go to the left. Go downstairs.

**B3F:** Go down to get [Sweet Syrup](#). Head left then up to find a door north. Enter it to get [Medicine Bottle](#) and [Steel Armor](#). Continue to the right and take the stairs.

**B3F:** Prepare your team and follow the path. You'll be in a boss fight in the open area.



### BOSS: Ancient Guardian

This large boss has a very powerful beam attack that can take out any character along the line. Just to be safe, have your party spread out and your spellcasters busy with the attacks. You can also sandwich it between your two characters so it can only kill one of them in case it releases its beam attack. Use stat-boosting items to help you defeat this menace faster.

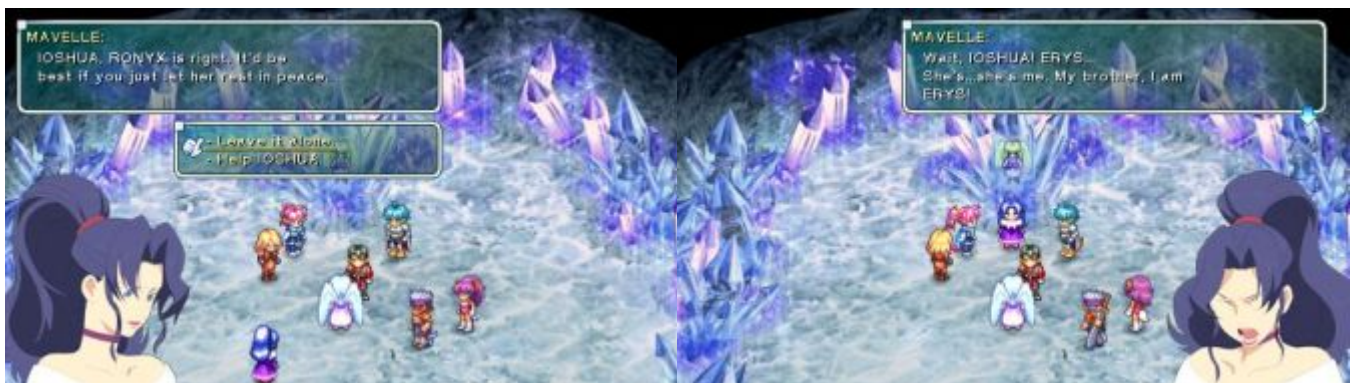
Enter the doors in the room to get [Divine Fury SFT](#), [Silver Greaves](#), [Steel Armor](#), [Air Slicer](#), and [Elven Slippers](#). Return to the savepoint. From the savepoint, go left then up. Take the stairs.

**B1F:** Go to the right and enter the room to get [Steel Helmet](#) and [Orb of Valkyrie](#). Head to the lower left to find [Roundel Dagger](#). Take the stairs south.

**B2F:** Head to the left, then up to find ?Item and [Robe of Deception](#). Return to the previous area and go to the right to find the [Dwarven Sword](#). Go south and take the stairs.

**B3F:** Head to the left and grab the [Steel Helmet](#) along the way. Take the lower right path to reach [Silver Greaves](#). The stairs to the far left.

**B4F:** Go up. Grab the Elven Cap to the right and the Sacrificial Doll to the left. You can backtrack to save before entering the door to the north. The decision you'll make in the following events is a major one.



- If you have Cyuss in your party and you decided to help Ioshua, you won't be able to recruit Erys and you'll LOSE Mavelle permanently. If you select the first option, you'll keep Mavelle but you won't get Erys. You won't unlock the fifth movie in the gallery.
- If you have Ashlay, you can get Erys in exchange of Mavelle.

Once you recruited any of those three characters, let's continue with the main quest. Travel to Portmith and head to the castle.

## Portmith

Head to the castle for a scene. The minister will ask you to clear the monsters in the treasury. You'll have the chance to gather powerful equipment here but you can only use them temporarily. I suggest leveling up the Customize specialty for Swords and Rods. Roddick, Ashlay, Cyuss and Phia can customize swords while Ioshua, Millie and Erys can customize Rods. Customize any Luxurious weapons you'll pick up or you'll lose them upon exiting the treasury.



B1F: Check the rooms along the way to get **Luxurious Sword**, **Luxurious Rod**, and **Luxurious Robe**. Take the stairs down.

B2F: Check the rooms again to get **Medicine Bottle** and **Feline SFT**.

B3F: Follow the central path and enter the room. Obtain the **Bagua SFT**. Return up and take the eastern path. Grab the Resurrection Elixir, **Luxurious Sword**, **Luxurious Rod** and **Luxurious Armor**. Head to the left and grab the **Luxurious Robe** and **Medicine Bottle**. Take the stairs down.

B4F: Use the savepoint and prep your party. Engage the boss.



### BOSS: SUCCUBUS, Shadow Beast x7

The Shadow Beasts are quite dangerous if you allow them to gang up on your fighters. Have your spellcasters cast offensive spells in split second intervals and watch your allies' HP. If you have produced some recovery cards or statues using the Art specialties, they will come in handy here, especially if your casters are busy laying waste on the enemies. Once you have taken care of the minions, gang up on the Succbus to end the battle.

After returning, the prime minister will give you 20000F, 200SP and **Hammer Charm**. Read through the conversation with the King. Obtain **Muah Emblem**. *You'll need to return to Van and report to the king.*





(You must have delivered the large bunny statue to the shopowner in Haute as part of Cyuss' initial quest) If you have Pericci in your party, exit Portmith and perform a PA. Head back to the castle for a scene with Pericci. When given a choice, give in to Pericci's request. Head to Haute next and do a PA there. Talk to Pericci standing outside the shop. Obtain **Bunny Whistle**. Now you can summon Bunny and travel in the World Map faster, without any random battles!



## Van y Ille

Head to the castle and watch the scenes. You'll be told to head to the Purgatorium next.

## Purgatorium

Head to a port and sail to Tropp. If you have acquired Joshua, you should know its location already. Otherwise, just follow the road after exiting Tropp. Ignore the split just keep going straight until you reach a cave. Go through it to reach the other side. Don't take the front entrance unless this is your first visit. Go past it and continue following the mountain side to reach the secret passage. Check the method for recruiting Joshua above.

Make your way back to the Runes' room. If you can't recall how to get there, read below.

1. Take door to the upper right, continue straight to the corridor.
2. Try to touch the blue ball and enter the door.
3. Head to the left and take the next door
4. Again, wait for the blue ball and take the door.
5. Savepoint, continue through the doors.
6. Touch the orange ball twice, then touch the left orange ball. Enter door
7. Keep heading north until you reach the Runes' chamber for a scene.

## Purgatorium Inner Sanctum

**B1F:** Go right and grab ?Item from the chest. Return to the central path and head to the next screen. Continue downstairs.

**B2F:** Follow path south, grab **Flare Ring** from the chest to the left. Continue along the path to the next screen. Continue downstairs left.

**B3F:** Follow the only path to reach an open room. The security system will trigger and you'll be thrown in a fight against 2x Aspitel Prototype and Gunner L1. Examine the console to get the **R-Card**. Using it you can now open the red doors you have passed by earlier. Grab ?Mineral and **Aqua Ring** from the red door in this floor. Return to the previous floor.

**B2F:** Grab ?Mineral, **Air Slicer** and **Arbalest** from the red rooms in this floor. Make your way back to the starting point.

**B1F:** Take the stairs to the left. Follow path and get **Mandrake** along the way. Take the stairs down.

**B2F:** Continue following the only path until you reach the red door. Grab the **Mist Insignia** inside. Take the stairs down afterwards.

**B3F:** Go left and save. Go north and head to the right to reach three switches in B2F. Activate all three switches and return to the previous room. Enter the first room to the right to enter a fight. Examine the console afterwards to get the **B-Card**. Exit the room and check the other one to get ?Mineral and **Sour Syrup**. Return to the save point and grab ?Herb from the opened room to the right. Save your game and continue north. Take the stairs to the left first.



**B4F:** Continue following the path until you reach a switch. Activate it and return to the previous floor. Head to the right. Follow path until you reach an intersection. Grab the **Sour Syrup**. Go upstairs and head to the right. Enter the blue door to get the **Ring of Lunacy**. Return to the intersection and head left to find ?Item and a switch. Activate it . Return to the main intersection and take the upper left path this time. Follow the path until you reach the stairs.

**B5F:** Grab the **Angel Statuette** along the way. Enter the next room. After the scenes, save your game and examine the console. You'll need to answers 4 questions and the answers are found below.

Emblem from the land of Searing Heat - Astral

Land of Falling Leaves - Van

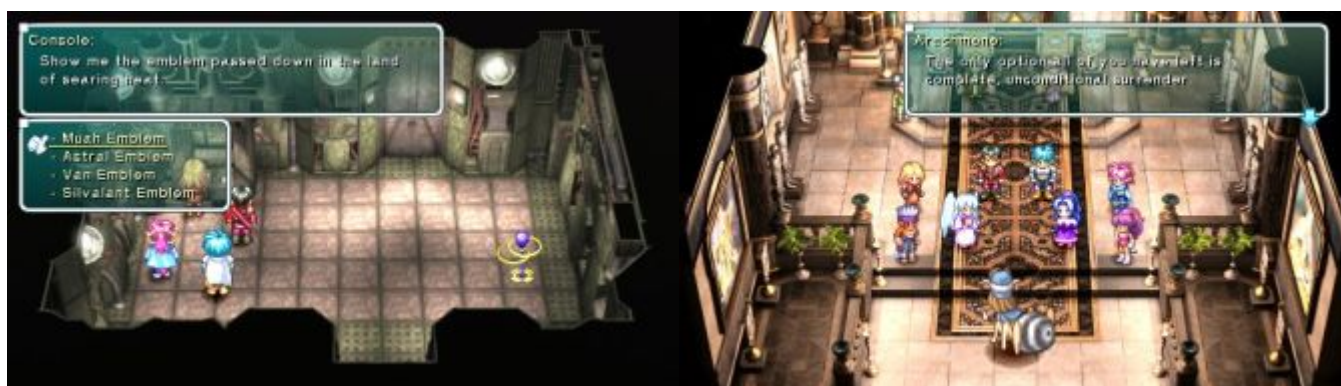
Land of Frozen Wastes - Silvalant

Land of Lush Greenery - Muah

Watch the following scenes. Obtain the **Eye of Truth** in the process. You'll be back in Van.

## Van y Ille

Watch more scenes. Once in control, make your way to a port, travel back to Silvalant and select Deserted Island as your next destination. Make sure to prepare your party before heading out.



## Demon World

Head up for a short scene. You'll enter a battle against Del Argosy, the Crimson Shield.





### BOSS: Del Argosy

This isn't really a hard fight at all though you'll need to be cautious with his attacks. Keep your party healthy at all times and don't hesitate to burn some MP to perform your special arts and spells.

### Astral

After defeating him, watch more scenes and you'll be in another battle with Arachmene.



### BOSS: Arachmene

Another easy fight; just gang up on her with your fighters and use multi-hit special arts if you have them.

After the battle, watch more scenes. Obtain [Force Sword](#) x2. Sail back to Tatroi then walk back to Tropp. From Tropp head to Silvalant and talk to the sailor again to sail to the Deserted Island. Just head north to reach the Demon World.

### Demon World

Continue north. In the first split, go left. Grab [Sweet Syrup](#). Return to previous screen and go north. On the second split, go right and get Green Beryl. Head north again to reach another split. Go west first, then north to get ?Herb. Return to main split then head to the right.

Head west to get [Lavender](#). Go back to previous screen and follow path NE. Take the NE branch first to get [Foot Insignia](#). Go back and take the NW branch this time. In the next screen, take the NW path to get ?Weapon. Go back and go south.

Head north until you reach an intersection with a savepoint. Save your game first. Go west to get an [Emerald Ring](#) then south for an [Oricalchum](#). Head north of the savepoint. Continue heading right for a scene. Enter the building.



### Space-Time Laboratory

Go west first, then take the lower left path to reach a room with [Rainbow Diamond](#). Return to the main path then take the stairs down to the right. Head south to get [Elven Cap](#) and [Amulet of Freedom](#). Backtrack to the entrance and head to the right this time.

Follow the walkways until you reach a chest with [Medicine Bottle](#). Go downstairs left, then take the upper left path. In the next area, enter the door and follow the walkway until you get a [Star Ruby](#). Walk past the broken capsule, and go

upstairs north. Follow the walkways again to reach ?Armor and **Medicine Bottle**. Backtrack to the main path and take the lower right path this time.

Follow the walkway east then enter the first door you'll come across. Grab the **Mitrl** and **Robe of Deception** inside. Go down south and go east. Continue until you reach another split. Take the lower right path to reach a room with **Star Necklace**. Exit the room and take the stairs nearby. Follow the path until you reach another room with **Long Spear** and **Ring of Insanity**. Backtrack to the main walkway and head north.

Take the stairs to the left to get **Cinderella Glass**. Return to main path and continue east. One you reach a split, go down to the SW and continue to the lower right to find ?Jewelry and **Ravenous Fiend** spell. Appraise the ?Jewelry to get a **Star Guard**; which releases stars that damage the enemy when blocking. Take the nearby stairs to get **Orichalcum**. Return to the main path and take the path west. Use the savepoint. Head to the west twice to reach a chest with **Hammer Charm**. Go back and take the path north for a scene. You'll enter a battle.



**BOSS: Dark Eye x2, Death Charona x2**

Surrounded; take out the Charonas first since they can cast spells that can damage the whole party. Don't attack the Dark Eyes up close that often since they can easily petrify your characters. Avoid using dark-based attacks since they also absorb it.

Return to the savepoint to save your progress; then continue north. In the next split, take path to the west first. Grab ?Jewelry and **Elemental Blade**. Appraise it to get a **Faerie Ring**, capable of halving the MP cost of spells and arts. Equip it to your spellcasters. Return to the main path and go right this time. Go east to find **Elven Slippers** and **Tedious Handy Stick**. Backtrack and take the SW path. Just follow the walkways until you reach a door to the north. There will be no returning past this point so if you haven't completed the tasks you need while in Planet Roak, you shouldn't enter. Otherwise, enter it and watch the scenes. Boss battle ensues.



**BOSS: Asmodeus**

This boss has some tricks in his sleeve; his lightning bolt attacks can easily push your attackers away from him, dealing high damage. He can also cast spells rather quickly so make sure to interrupt him by having your fighters attack from both sides. If you have Body Control skill maxed on your attackers, his physical attacks will just push you back without causing daze.

Watch more scenes after the battle. After the long scenes, you'll be in Planet Fargett.





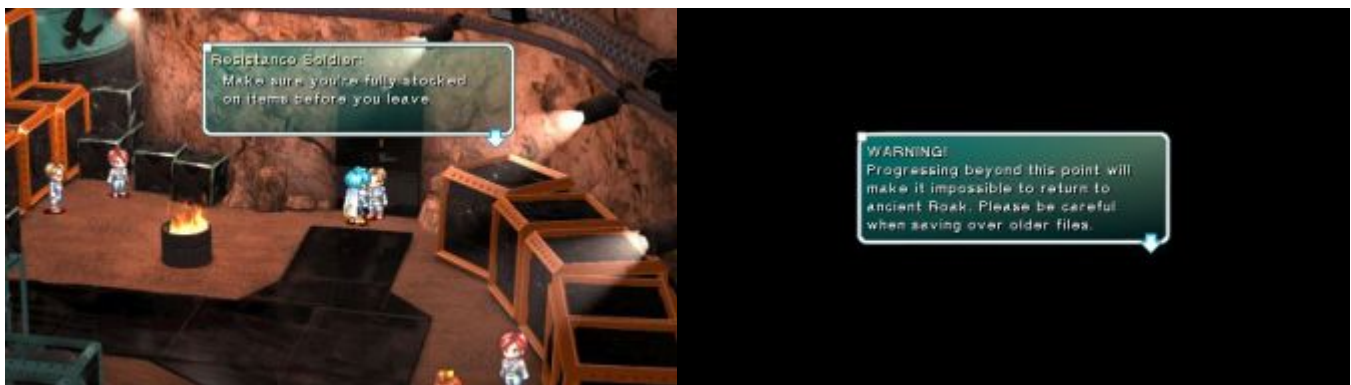


## Planet Fargett

Walk to the right a bit for more scenes. Three of your characters will be caught in the process.

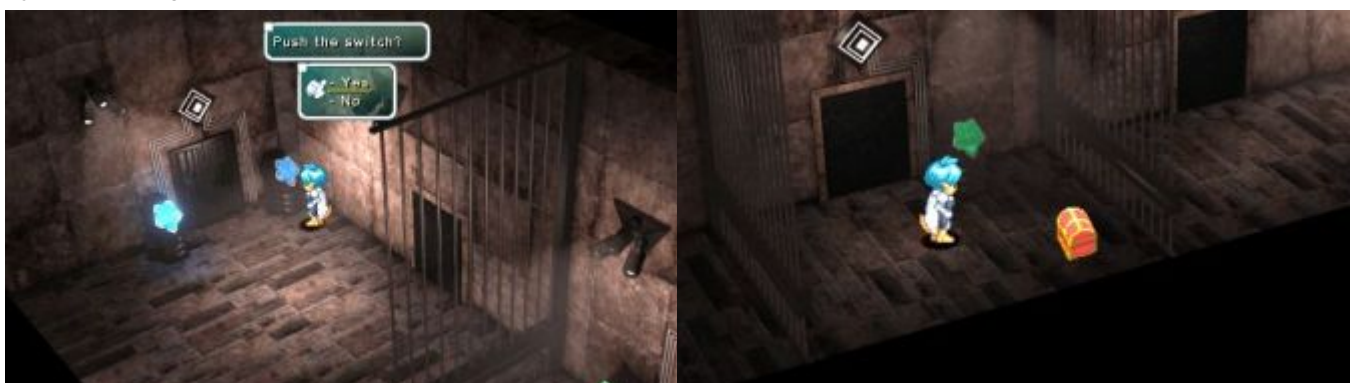
## Safe House

Once in control, talk to the guy to the north; his inventory of items is complete and you should be able to get whatever you need. There is also a skill guild to the upper left if ever you haven't purchased them all back in Roak. You can rest at the sleeping quarters to in the left side of the camp. Exit south to the world map. You should save on a separate file if you haven't done so. Just head to the nearby dot.



## Army Camp

Activate the two switches. Enter the room and grab the **Resurrection Mist** in the corner. Exit the room and go to the next area. Continue to the right until you reach the corridor. Continue down and take the eastern door. Run past the cells until you reach a green switch and a chest (**Medicine Bottle**). Activate the switch and return to the corridor.



Take the door to the left this time. Grab the ?Herb at the end and activate the green switch. Return to the corridor and enter the upper right door. Activate the two red switches there. Grab the **Mithril** inside. Backtrack to the corridor and enter the northernmost door to find Millie and the others. You'll be back at the safe house.



### Safe House

After the conversation, prepare your party then head to the world map. Travel to the other side of the mountain to reach the Bio-Lab.

### Bio-Lab / Underground Tunnel

Head north to the statue for a scene. Climb the ladder down in the lower left corner of the room. Follow the underground tunnel and watch the scene along the way. Climb up the stairs to reach the tower.



### Reverse Tower

**1F:** You can activate the teleporter up north to be transported back to the Bio-Lab. Head south then right. Continue to reach the teleporter. After using it, head to the left and enter the second door to the left to get the **Demon's Gate** spell. Take the door to the right to reach an arcing corridor. Check one of the rooms to get ?Armor then continue to the upper left.

Check the northern door to get **Medicine Bottle**. The upper left room has Sour Syrup. Take the lower left door and examine the room to get **Mithril Greaves**. Exit to the next corridor.

Enter the room to the left to get **Star Guard**. Enter the room to the left to get **Assault Bomb** then go to the right for a scene. This room is connected to the first corridor you're in. Just return to the left, enter the first door then through the arcing corridor. In the large corridor, take the lower right door to find a teleporter. Use it.

**2F:** Continue following the straightforward path past the large room to another corridor with multiple doors. Check the left room to get **Rainbow Diamond** and the easternmost room to learn the **Meteor Swarm** spell. Take the door in the upper right.

In the arcing hallway, examine the rooms to get **Elven Slippers** and **Iron**. Exit to the upper left. Continue to the left to reach another arcing hallway. Examine the rooms again to get **Artemis Leaf** and ?Armor. Exit south, then left to reach the teleporter.

**3F:** Check the first room north to get **Medicine Bottle**. The second room is empty so keep heading right and follow the straightforward set of corridors until you reach the teleporter.



4F: Continue following the path until you reach the savepoint. Head to the left and enter the first door to get **Mithril Helmet**. Continue to the leftmost room to get **Orichalcum**. Take the other door north. Examine the first room to get **Defense Bomb**. Follow the straightforward path again until you reach another teleporter.

3F: Go down then left to get a **Sour Syrup**. Continue east, examine the rooms to get ?Armor and **Resurrection Mist**. Follow the path again to reach teleporter.

4F: Follow path again to reach arcing hallway. Check the northernmost room for **Mithril** then take the teleporter in the lower right room.

5F: Enter the first door north to get **Spectacles**. Head south and follow path until you reach ?Armor. Backtrack and exit to the upper left door. Go up to get ?Weapon. Continue to the left. Examine the rooms to get ?Herb and **Sour Syrup**. Exit south and follow the path to reach teleporter.

6F: Follow the path and grab the ?Herb and **Refreshing Syrup** inside the rooms along the arc hallway. Exit to the next screen then take the northern door to get **Elven Slippers**. Continue east. Examine the rooms again to get **Resurrection Mist** and **Dream Crown**. Exit south then go to the right to find **Sour Syrup**. Take the upper left door. Follow the path until you reach the teleporter.

5F: Follow the path to reach another teleporter.

6F: Continue following the path to the next teleporter.

7F: Go north to reach the final save point of the game. The Voice Gallery option will be unlocked in the main menu and if you still haven't created a backup save, I suggest doing it now in case you want to do something else. Prepare your best party for the final boss fight.



### BOSS: Jie Reverse

If you're at least level 60 above, then this battle won't be that hard. Jie's attacks are really damaging and can take out your characters easily if you're not careful. At this point as well, I am sure you already have a lot of recovery items, especially the ones you get from Art and Compounding. Just switch in between your characters and use items whenever needed. Keep the battle away from your healer/spellcasters and keep your fighters' HP tops.



## BOSS: Neo Reverse

Watch the short movie as Jie transforms. You'll be in the second part of the battle. Jie is now faster and his normal attacks can push characters back, dealing high damage and may daze them. He also has a short-range, one-shot kill attack so be careful with that. You must help your healer by using recovery items as you need them. Since you can't hit Reverse by approaching him up front, try to attack him from behind or after he was hit by a spell.

Watch the ending. Ending scenes will depend on the character relationships.



After the credits were finished, load your last game. We will have some stuff to do.

From the last savepoint, head south past the teleporter you used to get on this floor. South of it is another teleporter leading to B1F. Continue to the right until you reach a large room with four doors. Take the south, use the teleporter and you'll be in the Oracle Room.

## Oracle Room

There is also merchant here so resupply first before moving forward. The stairs going south leads to the Labyrinth of Champions in Ancient Roak. If any of your characters has Oracle level is 10, head to the rightmost room to find a chest with **Magical Jar**. This fantastic accessory is like the *Mischief* or *Trickster* accessories from Star Ocean: Second Story which allows your party to acquire items by simply carrying it around. Equip it to your reserve party member, preferably to someone with high LUC to receive better items more frequently.



## Cave of the Seven Stars

The enemies here reward tremendous amount of experience points and are a lot tougher compared to the ones you have faced yet. If you use Experience Cards, you'll boost several levels instantly. Also, there are no savepoints in any of the 30 floors. There are many dangers that can cause the dreaded Game Over message so remember to stock up or at least return to the entrance and save after the 15<sup>th</sup> or 25<sup>th</sup> floors. Stock up some **Jewel of Frogs** that can be bought from the merchant. These will allow you to return to the entrance of a dungeon instantly.

**B1F:** Use the savepoint then go downstairs. Head all the way down to B4F.

**B4F:** Make sure to close the chests in every room to open the path. Head south to reach the next area.

**B5F:** Head to the right to get **Ring of Might**. Go down south to B6F.



**B6F:** Take the upper right path then enter the northern room. Open the chest for the **Backstab** skill. Enter the next room to get a **Star Guard**. From there, continue to the left until you find the stairs down. Continue down until you reach B9F

**B9F:** Open your menu then go to *Tactics* then select *Replace*. Make sure that all your female characters are set as the active party for the door to open.

**B10F:** Go to the lower left to find a chest with **Mindhealer**, the best scepter in the game. Take the upper right path this time. Take the first door north to go down to B11F. Grab **Dragon Blade**, **Gold Ring** and **Star Ruby**. Return to B10F then continue south.

**B12F:** Take the upper right path then enter the northern door. Examine the rooms there to get ?Weapon and **Damascus**. Quickly appraise the weapon to get Ronyx's **Bow of Lightning**. Continue to B14F.

**B14F:** Turn the statues so they face each other. The path will open. Go to the next floor.



**B15F:** The walls here have hidden gaps which you can go through. Just hug to walls to go through them. In the first area, check the walls to the south to get Ioshua's **Extinction**. From there, keep heading left until you reach a room with the stairs. Go down to B16F and find some chests. Grab ?Mineral, **Ring of Healing**, **Holy Orb** and **Xtra Knuckles** which are Mavelle and Pericci's best weapons respectively. Head back to the previous floor. Head east then south to reach B16F.

**B16F:** Go to the upper right path for a **Star Ruby**. Exit south. Continue down up to B18F.

**B18F:** Check the path to the lower left to find a **Rainbow Diamond**. Go to the upper right to find Kuma the adventurer. There is a trap waiting in the nearby room so avoid it. Exit to the lower right.

**B19F:** Just make sure the chests in each is open and closed alternately (e.g. open-close-open-close)

**B20F:** Find the hidden gap to the right, then south. Continue heading west to reach the chest containing Ilia's **Kaiser Knuckles**. Return to the first area, then go west. Go downstairs to B21F then grab the items. **Orichalcum**, **Faerie Ring** and **T'niq's Star Lance**. Return to the previous room and go to the left. Head north to get **Ring of Infinity**. Go south again the continue left until you reach the room with the stairs going down. Keep going down until you reach B24F.

**B24F:** You'll need to open all the chests to open the gate. From the left, close the second chest, then open the third.



